Supplemental info about the **Human Performance Measurement Language**

A definition (from _A Language for Rapidly Creating Performance Measures in Simulators_, 2005) - emphasis added:

> In a period of tight training budgets and increasing operational demand on warfighting teams, it is essential to maximize the effects of training. This entails highly automated data capture, measurement, assessment, and feedback concerning performance. It also entails providing convenient mechanisms for creating new measurements and assessments along with selecting and configuring existing measures for training missions.
>
> This, in turn, entails providing a precise yet comprehensible means to express and manipulate measurements, assessments, and other aspects of the simulator-based training environments. **The solution we have created for doing so is called Human Performance Measurement Language (HPML). It has been precisely defined using XML1 Schema** (Fallside, 2004), **but is intended to allow training professionals, including instructor/operators and training researchers, easily to express important concepts from the training world…**
>
> **A major goal of HPML is to provide a bridge between the software implementation of automated measurements and assessments, on the one hand, and the thought processes of training professionals who want to define and use automated measures of performance, on the other.** An interesting side-effect of this activity is that this definition has already enabled more precise thinking about performance measurement in our own work. For example, we can articulate relationships between measures of team performance and measures of individuals on the team, and have been able to discover and express some of the complexities of the relationship between measurements and assessments, especially when they are aggregated.

Resources:

> _Enhancing Simulation-Based Training with Performance Measurement Objects_ (2004):
> http://design-usability.aptima.com/publications/2004_Stacy_Freeman_Lackey_Merket.pdf
>
> _A Language for Rapidly Creating Performance Measures in Simulators_ (2005):
> http://www.aptima.com/publications/2005_Stacy_Merket_Freeman_Wiese_Jackson.pdf
>
> _Representing Human Performance with Human Performance Measurement Language_ (2006): http://www.aptima.com/publications/2006_Stacy_Ayers_Freeman_Haimson.pdf

Representing Context in Simulator-based Human Performance Measurement (2006):
http://www.dtic.mil/dtic/tr/fulltext/u2/a473946.pdf

Its use in an xAPI and Simulation project:
http://www.adlnet.gov/tla/experience-api/adopters/xapi-and-simulation-interoperable-performance-tracking-to-support-tailored-learning/

- Short summary on the Medbiquitous xAPI Interest Group forum:
  http://groups.medbiq.org/medbiq/display/XIG/Scenarios+and+requirements%2C+University+of+Michigan?focusedCommentId=28999751#comment-28999751